

MIDWAY



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# CYBERBOTS

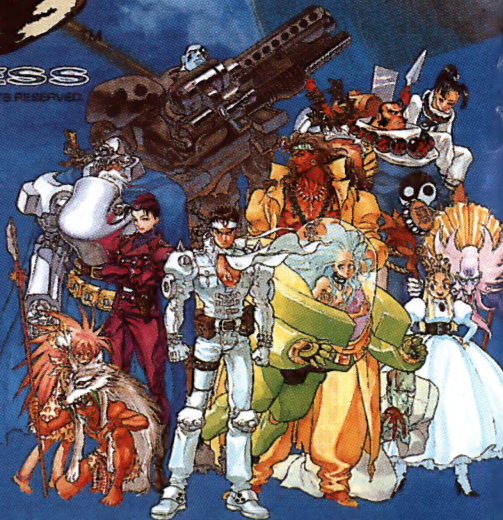
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Available in either a deluxe model with a life size 50" projection screen or with a twin cabinet with 26" high resolution monitors, Daytona USA™ has lots of ways to keep players coming back. They can select a high speed oval course for warm up before moving to an advanced Grand Canyon run or an all-out madcap seaside course. For real time head-to-head competition up to eight "twins" can be linked. A "time trial" option allows racing against the clock on any of the three courses. Daytona USA™, fast, fun, and a definite checker flag winner in the earnings race.

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# CLASSIFIEDS

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NBA Jam PCB standard 2,100  
NBA Jam PCB tournament 2,800  
Ph (03) 338-1411

Star Wars dedicated import 1,200  
Power Drift deluxe import 5,000  
Ph Tom (09) 438-8111

Indiana Jones 4,400  
White Water 3,400  
Creature 3,400  
Ph (04) 386-3713

Dedicated Winning Run 9,000  
Arm Champ II 9,000  
Ph (03) 338-1411

## PINBALLS

Fishtales 3,900  
Dr Who 3,900  
Creature/Lagoon 3,900  
Ph (03) 442-9098

## PINBALLS

Judge Dredd 5,000  
Star Trek 5,900  
Twilight Zone 5,200  
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**BUY**

**WANTED TO BUY**  
Kiss Pinball  
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**WANTED TO BUY**  
Used coin operated  
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Must be in good condition  
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## PINBALLS

1x Road Kings 600  
1x Playboy 1,000  
1x Swords of Fury 1,500  
1x Time Machine 1,000

## DEDICATED

1x 33" Mad Dog McGee 5,800

## PCB

1x Turtles 4 player 150  
1x Captain Silver 100  
1x Bomb Jack 100  
1x Gang Wars 150  
1x Crude Busters 150  
1x Wrestle Fest 160

Ph John or Paul  
(06) 835-7008

**SELL**

## PCB

1x Aero Fighters 750  
2x Alien vs Predator b board only 990  
1x Arch Rival w/c 200  
1x Final Fight 200  
1x Hammer Harry 160  
2x Karate Tournament 420  
1x Mortal Kombat 1 1,100  
2x Mortal Kombat 2 1,650  
1x Major Title 1 650  
2x SFII:CE 460  
1x Shinobi 190  
1x Sky Kid 350  
1x Solamin Key 190  
1x Spinal Breakers 150  
1x Vapour Trail 390

## DEDICATED

1x Exhaust Note 12,500  
1x Final Lap III 9,500  
1x Grand Prix Star 9,500  
1x Lethal Enforcer 1 5,300  
1x Lord of Gun (kit only) 2,480  
1x Terminator 2 gun 4,320

Ph Kevin (09) 525-0200

# NEW ZEALAND

Watch for the Mortal Kombat 3 advertisements on channel Two this month and next month. **Do you have some units to take advantage of this dollar spinner?**

This month we see the NZ release of:

Rally Champ 50"-new driver from Sega  
Rally Champ 26" Twin  
Dirty Harry Pinball  
Savage Reign-Neo Geo  
Mortal Kombat 3 Merchandise  
Table Soccer Units  
Street fighter-The Movie

In addition we currently have in stock the following games:

## NEW

Mortal Kombat 3  
Neo-Geo one and Two Slot kits  
Killer Instinct kits  
Daytona Twin 26" units-due in late June/early July.

## WHANGAREI

Tom Whittaker has recently opened a bar as part of his amusement centre. The combination of adult players and Daytona is certainly a winner, with the late hours a real bonus. Located next to the picture theatre the foot traffic is also very good.

## AUCKLAND

The Managing director of Hoyts (N.Z.); Tony Murray; has recently been promoted into a new position generally responsible for Hoyts planned expansion into Asia. He leaves N.Z after setting up a national chain of new Multy-plex theatres and we wish him well in his new endeavors. Alister Helm will be replacing Mr Murray in the N.Z operation and has

recently been on a tour of his new responsibilities.

- Les Cole and Alf Pivac have purchased "Joy World" and have started to upgrade the facility with some new equipment. With a busy School holiday period behind them it looks like a good buy. Located next door to Stages Time Out Centre the pulling power of two large centres in one area will be hard to match.
- Congratulations to our Americas Cup Team-this win will certainly prove to be a boon for the entire country but a real winner for Auckland. How many of us would have put a bet on 5 nil.?

- Barry Saxon has moved his operation from Kaitia and has now opened a new entertainment centre in Henderson. While gaining permission from the council took longer than expected his new centre "Super Fun" is well positioned and initial reports indicate Barry has chosen a great location.

- A group of burglars have been travelling around the region again well equipped with a range of tools that guarantees them entry to most machines. Front doors, back doors and control panels have all been targeted with a heavy cold chisel being used to physically break control panel clips to gain entry through the top and all this while the shop is open. It is believed that one group is responsible. A new burglar alarm system has now been developed and will be available next month to combat this latest trend.

- Condolences to the family and friends of Burt Lemmen who passed away



# NEW ZEALAND

on the 21st May after a long battle with cancer. Burt will be well remembered in the industry and will be sorely missed.

## WELLINGTON

School holidays have been very good for operators. The central Wellington arcades have been kept busy with the arrival of new equipment ensuring that players get good variety and interest at each visit.

After nine years in the industry Barry Jones of Wizards Entertainment Centre in Wanganui has decided it's time to hang up his videogame hat and get out the fishing rods. He has closed the doors on Wizards and sold most of his equipment to longtime Taranaki operator Earl Quirke. The closure of Wizards Wanganui could be seen as the end of an era as it's the last surviving North Island Wizards from a string of arcades setup in the mid 1980's. We all wish Barry as one of the true gentlemen of our industry a long and happy retirement.

The Regent Multiplex Theatre in central Wellington has closed for a major refurbishment and is expected to reopen around September with a much expanded area being set aside for amusement machines.

Operators have been breathing a little easier lately with the seasonal upswing in earnings encouraging a much more positive outlook for the rest of the year.

## MOTUEKA

Dan Hamilton has put part of his business on the market as he concentrates

more on his horticulture and business. Dan has been growing Japanese Tea along with a number of other farmers including Jim Gibbons who replaced tobacco with tea some years ago. Dan finds he is still working seven days a week, twelve hours a day with the tea and apples and really can not find the time to devote to his full coin business any more. He made an interesting comment about his current round as he indicated that his income had increased by over 30% simply by swapping older games over on a regular basis.

## CHRISTCHURCH

A new McDonalds recently opened in the Hornby area. This business features the normal high quality McDonalds operation incorporated in a new modular wooden prefabricated building as well as the new "open space" childrens playground jointly developed for McDonalds N.Z. and International operation by local designer Garth Galloway. The playground area appears to be a big hit and should do well for Garth and certainly for McDonalds.

May School holidays this year had some very good weather for the full two week period and this has meant a slower than normal holiday period. This is the first year since 1991 that our local Ski field "Mount Hut" has not opened at the beginning of the holidays and the whole city has been a little bit quieter than normal. The arrival of MK3 has certainly helped income as this game has turned out to be a real winner.

# CLASSIFIEDS

## NEO GEO CARTRIDGES

3x 3 Count Bout	250
13x Art of Fighting 1	250
2x Art of Fighting 2	250
1x Baseball Stars 1	250
2x Blues Journey	250
6x Burning Fight	250
2x Cyber Lip	250
10x Fatal Fury 1	250
4x Fatal Fury 2	250
1x Fight Fever	250
2x King of Monsters 1	250
2x King of Monsters 2	250
1x League Bowling	250
4x Mutation Nation	250
1x Ninja Combat	250
1x Robo Army	250
2x Samurai Shodown	250
3x Sengoku	250
2x Soccer Brawl	250
1x Spin Masters	350
2x Super Baseball 20/20	250
2x Super Sidekicks 1	250
2x Top Hunter	350
1x Trash Rally	250
1x World Heroes 2	250
7x World Heroes 1	250

Any 5 cartridges for \$800

## DEDICATED GAMES

Badlands upright 2 pl driver 26"	
screen NRI multi-coin mech	\$3,100
Final Lap 3 (twin) NRI mech 26"	
screens excellent condition	\$9,500
Grand Prix Star (2 seat motorised steering) 26" ex condition	\$9,500
Juke Box 100CD cap. Rockola	\$5,500
Lethal Enforcers 50" projector with consol & NRI mch	\$11,000
Lethal Enforcers 2pl gun game in 26" cab & NRI mech ex cond.	\$5,300

Lord of Gun 2pl gun game 25" scn micro mech receiver ex cond.	\$3,600
Outrunners twin seats motorised steering NRI mech ex cond.	\$20,000
Shoot Out At Old Tucson 2p gun 25" micro mech CD rom ex cond	\$5,400
Space Gun 2pl guns	\$3,950
Virtua Racer twin screen imported model motorised steering	\$16,000

## LOGIC BOARDS

1x Dark Stalkers	2,400
2x Mortal Kombat 1	1,350
2x Mortal Kombat 2	1,750
4x Slam Masters	300
1x Street Fighter II	400
1x Street Fighter II:CE	600
4x Street Fighter Hyper Fight	600
1x Sunset Riders	600
1x Vengeance	500
3x Wrestle Fest	200

## CABINETS

Simpo grey 26" screen video game upright cabinets available all have NRI multi coin acc in ex con 1,700

## PINBALLS

Indiana Jones	5,000
Twilight Zone	4,500
Star Trek	5,500

Ph Maarten & Alex on 09 524-5773  
or Kevin on 09 525-0200

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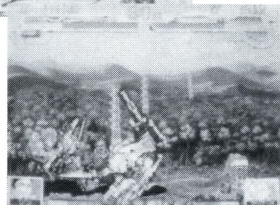
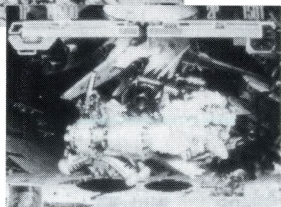
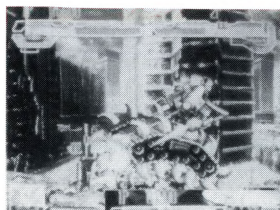
# GAME PREVIEWS

## CYBERBOTS

Observant readers of JAM will remember that a Capcom game called *Armoured Warriors* was featured on these pages back in December of last year. When it was introduced, we thought it was something else, something new. It was, actually.

Well, as the old saying goes, you ain't seen nothin' yet. "What could come out of *Armoured Warriors*?" you may ask? Try on *CyberBots*, billed as "full-metal madness." Honesty in advertising aside, the scroll-shooting *Cyber* has everything that a good, space/futuristic fighting game should have: laser weapons, hidden armaments, plenty of scrap metal and a good lot of characters to choose from.

Players have a choice of 12 characters/metalheads to choose from. Each metal monster, of course has their own special techniques and



kinks, which is to say, their own strengths and weaknesses. Rather than go through the whole roll call, it will suffice here to give a brief rundown on some of the weaponry these robots carry. Every robot and its pilot (aka, the player) can select and customise a variation on a standard set of shoulder/arm mounted weapons that can hurl everything from rockets to laser beams. There's enough firepower here to disintegrate a small plant. Then, there's the game play itself. Contestants go through a total of nine stages, with the winner of one stage being the robot/pilot pair that wins

the best one out of three rounds that comprise a single stage.

Now, in the "Just when you think you've mastered all possibilities" Department, the same robots with the same weapons configurations can fight each other. Then, it just comes down to tactics. May the best android win. Good luck. For more information contact your nearest agent.

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# NEW ZEALAND

income has also started to pick up. Hotels especially are looking very good for the winter period.

Table Soccer has certainly taken off in Christchurch with a range of locations looking seriously at them. A mechanical machine is great value even at \$2 per play. This game is an excellent long term piece.

We have seen two new pool halls open up recently in the city. Both are doing very well with the largest at over 11,000 sq.ft. full on Thursday, Friday and Saturday nights. Teenagers and the 20-35 year age group are really re-discovering pool.

Swimming Pools. Following a strategic review of its swimming pools, the Council intends to develop modern fitness/leisure pool complexes. Work over the next five years will include upgrading of pools and facilities at the QEII site, the demolition of the existing Centennial Pool and its replacement with a modern complex, and a new swimming/leisure/fitness centre at Pioneer Stadium.

Convention Centre. The site opposite the Town Hall on Kilmore St has been purchased, and preliminary design studies have been completed. It is proposed to complete detailed design work and start construction in the coming year, with completion in early 1997.

Sports and Entertainment Centre. Market studies have shown that the City could support a centre capable of seating 8000 that would attract international

sports fixtures and other events, such as the World Netball Championships. Final negotiations are underway for locating the centre adjacent to the Addington Raceway. Once these have been concluded designs will be finalised and a venture and sponsorship financing will be arranged. Plans call for the centre to be opened in 1998.

Congratulations to operator Merv Wilson (Otago) and Mike Nixon (Auckland) who both won medals at the recent Interprovincial 10 Pin Bowling Championships held recently at Bowlarama, Christchurch.

## QUEENSTOWN

The snow has arrived and the ski season is beginning to wind up. With a range of building programs including new Hotels (some incorporating large games areas) this winter looks like a good one for local operators. Direct flights from Australia to Queenstown this year are also expected to substantially increase Australian tourist numbers with the removal of the stopover in Auckland or Christchurch cutting many hours from the trip time.

## INVERCARGILL

The farming community is going through a quiet period with lamb prices down and slightly increased wool prices not really offsetting this, according to arcade owner (and farmer) Larry Timpany. As a consequence spending appears to be down for the May holidays.



To kids these symbols will mean power.  
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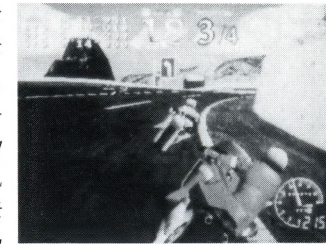
# GAME PREVIEWS

## CYBER CYCLES

"Concentrate. Don't push too hard, but don't let up. Steady now. Stea-a-dy. Take it back, just a bit...forwa-r-d ever-r-r-so-o-o slow-w-ly an-n-d GO! FULL THROTTLE! Wh-at's that noise? Don't wanna thr-ow a rod at a time like this. It's heavy. There's the flag. PUSH IT! GO! YES!!! VICTORY! The sweet bells of victory! At last!!"

Bells? Yes. It's seven o'clock. Wake up!

Argh. The best dreams always end like this, but now, your players can live their cycle racetrack fantasies again with Namco's new Cyber Cycles, a hot, new System Super 22 - powered motorcycle racing game that leaves the other behind. Cyber builds on the foundation laid by Suzuka 8 Hours. The same type of swivel motorcycles are used, but there have been several major technological advances made over the past couple of



years. So may advances, in fact, that it would be inaccurate to call Cyber a sequel of S8H per se, but rather it is an extension, building on what the previous game did.

Much of the improvement in the games lies in its graphics and memory capacity. All the game's graphics are now pushed by texture mapped polygons, making for a smooth, realistic motion simulation. Memory has been expanded to give cyclists a selection of courses from which to choose, as opposed to the single course offered on S8H. Also, players can choose just which bike is best for them - they each have independent strong and weak points. There are three bikes from which to choose: a variation on the NVR-750R racing bike, the Wild Hog American bike and a special model code-named the Anthias, a futuristic bike that, for the time being, comes only in digital form. Instead of just mounting any bike in the lineup, hurtling down a course and hoping for the best, players can try different bikes, check out different courses and improve their skills.

Don't just be an operator without a cause, get loaded! If you think that you can handle the kind of income Cyber will pull, go full-throttle to your nearest agent.



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# GAME PREVIEWS

## SEGA BURNS RUBBER WITH NEW RALLY VIDEO

Sega Rally Championship, Sega's new driving game which can be played by up to four people at once, surpasses even Daytona USA in terms of graphics quality and animation.

Players race in one of two vehicles, each with automatic and manual gear options. Extra strong hydraulic pumps have been used to power the feedback to the wheel, making steering even more realistic.

Game designers have also paid attention to physical detail, producing seats that are sensitive to each and every change in road surface.

The game which is available as either a 50" linkable unit or a 26" twin unit is now available in New Zealand. Initial earnings overseas have confirmed that this rally based driver incorporating a new pcb system (more advanced than Daytona) has even

better graphics than any previous Sega products and is currently topping the earnings charts in Australia, USA and Japan.

The NZ games is priced at \$4 play in 50" format and is setting the standard for income in Arcades. Players are reported to be extremely impressed with the game.



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Courtesy Leisure Line

### THE HISTORY

It began in a video arcade in August of 1992, and in a few short years has developed into the most popular video game in the world. Within a year after Mortal Kombat's invasion of the coin-operated arcade, the game was being played in millions of homes and almost overnight has become a video game phenomenon.

Created by Ed Boon and John Tobias, Mortal Kombat is considered by its followers to be the ultimate action/adventure game, providing players with not only realistic and thrilling martial arts confrontations, but a rich storyline as well, rooted in ancient Chinese and Japanese mythologies and infused with a diversity of unique characters.

It is the underlying story of Mortal Kombat - the backstory - that has taken the game to unimagined heights in the video game market, says Roger Sharpe, director of licensing of WMS Industries, the manufacturer of Mortal Kombat video arcade games. "With most video games, what you see is what you get," he explains. "In Mortal Kombat there's something above and beyond game play. Of course, it's technologically exciting, but it is the story and the relationships with the characters - who they are, what they stand

for, what they are doing, how well they do it - that separates the game from its competition."

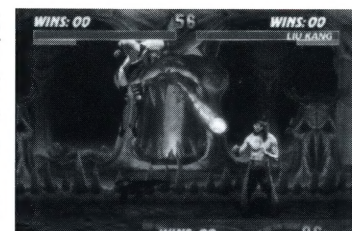
"The characters," Sharpe continues, "have personae that the players themselves can relate to. That is what has made Mortal Kombat so successful."

"In less than three years, Mortal Kombat has become a videogame epic," Sharpe says. "The greatest news of all is that there's so much more room for expansion, new characters to introduce, new plot lines to explore. It's a concept that has only just begun to reveal its potential."

### THE GAME

Providing even more thrust to Mortal Kombat's

transformation to mega property will be the game Mortal Kombat 3. The latest in the Mortal Kombat video game series, Mortal Kombat III has taken the adventure of Johnny Cage, Sonya Blade and Liu Kang to new heights as they battle evil to save humankind. Always on the cutting edge of technology, the Mortal Kombat games are utilising even higher degree's of computer graphic imagery, says Terry King, promotions and licensing director for Williams Entertainment, empowering players to probe more deeply still into Mortal Kombat and its ever increasing universe of characters. "Simply put, there







will be a tremendous amount of new ingredients and expanded plot lines."

The previous Mortal Kombat video games have earned more than \$2 billion worldwide and set the stage for the most anticipated video game ever.

### THE MERCHANDISE

A range of Mortal Kombat III merchandise available only through your local agent has also been released by Midway to further enhance the image of this new game. T-shirts, hats and gloves with the Mortal Kombat III symbols will be available this month for a limited time.

### THE NEW ZEALAND TV ADVERTISING

For four weeks over June and July TV2 will run a comprehensive advertising programme designed in the USA and modified for our market. These 15 second and 30 second commercials will bring large numbers of players into your location armed with some of the special game symbols used to unlock exciting new moves in the six digit incription code incorporated in the game.

NEVER BEFORE has a coin op

game featured in national TV advertising of this sort.

All operators of Mortal Kombat III will have an opportunity to benefit from this unique new marketing move.

### THE USA TOUR

"If I can promise you anything about the Mortal Kombat tour," says TLS's Danny Simon, "it won't be quiet." David Fishof agrees. His company, David Fishof Presents, is producing the Mortal Kombat live action tour which, Fishof claims, will incorporate a dizzying array of high tech effects that will transform the video game into an interactive show guaranteed to thrill kids, and their parents.

"This will be the first tour of its kind," Fishof says. "Like the game, viewers will be part of a non-stop and unforgettable adventure."

Launching this summer, the Mortal Kombat tour will eventually visit more than 150 markets around the United States. Bookings are reportedly coming in at a frantic pace, and eventually may lead to two live Mortal Kombat tours travelling the nation, one heading east, the other west.

The on-stage spectacle, Fishof says, will follow a move like storyline complete with live action performers, realistic martial arts combat, pyrotechnical displays, laser light effects, never before

# AUCKLAND SCENE

Auckland, home of the next Americas Cup challenge, is only now slipping into winter mode. Autumn has been kind with mild temperatures and little rain (totally unlike Auckland). The casino is going up fast, with floors being added daily, I'm looking forward to a wee bet! Also a noticeable amount of city dwellings are being constructed, we must be in boom times.

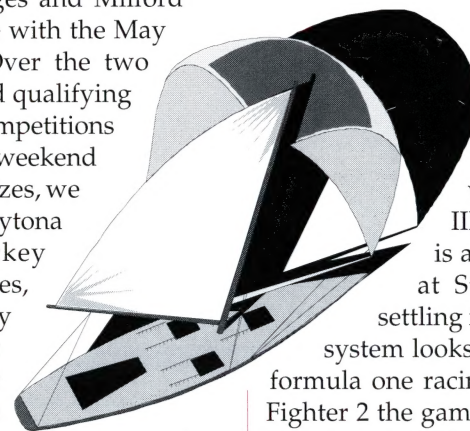
We have just completed a series of competitions at Stages and Milford TimeOut to coincide with the May school holidays. Over the two week period we held qualifying heats for the major competitions with finals on the last weekend of that break. For prizes, we "put up the cash", Daytona (\$450) and Airhockey (\$300) at both centres, Full court frenzy (\$300) for the kids at Milford, and Killer Instinct (\$200) for the adults at Stages. We

also staged smaller, one off competitions including Xmen, Suzuka, NBA Jam, Virtua Fighter 2 and Tekken. The winners received \$50 cash. All the competitions absolutely went off, especially Daytona at Stages. With 42, sub 45 seconds on the advanced track qualifiers competing, meant we would be staging the "hell

Daytona competition" and indeed it was, racing on the expert track, the competition provided us with a visual orgy of awesome racing. Congrats to Warren Marsh for winning that competition (Warren was runnerup in the Christmas Challenge). Once again competitions gave us that live buzz the customers enjoy being part of, even if they don't compete. Thanks to the competition crew Makorare, Simon, Mark and Jarod. This promotion was a great success.

The month of May brought alot of exciting new games into our centres, all of which are doing well. Mortal Kombat III on the 50 inch screen is attracting large crowds at Stages, Ace Driver is settling in well, the four linked system looks impressive, it is truly

formula one racing at its most. Virtua Fighter 2 the game we advertised in the May issue of Riptup has proven to be popular. For the record Stages has four Virtua Fighters not six as reported last issue. Virtua cop has just arrived and looks great, being such a huge success in Australia, means no doubt it will do well here too. Looking forward to Sega Rally, rumour has it they're on the way, can't wait!



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# WORLD JOURNAL

**JUNE 4-7**

**Interactive Media Festival**  
Variety Arts Centre  
Los Angeles, California  
Contact: Interactive Media Festival  
Tel: +1-415-357-0100  
Fax: +1-415-357-2170

**JUNE 7-8**

**Asian Amusement Expo**  
Hong Kong Convention & Exhibition Centre  
Hong Kong  
Contact: William T Glasgow Inc  
Tel: +1-708-333-9292  
Fax: +1-708-333-4086

**JUNE 13-15**

**TiLE 95**  
Maastricht Exhibition & Congress Centre  
Maastricht, The Netherlands  
Contact: Andrich Int'l  
Tel: +44-1985-846181  
Fax: +44-1985-846163

**JULY 19-20**

**EXIME**  
Exhibimex  
Mexico City, Mexico  
Contact: William T Glasgow Inc  
Tel: +1-708-333-9292  
Fax: +1-708-333-4086

**AUGUST 24-26**

**Salex/Parkex**  
Sao Paulo, Brazil  
Contact: Worlds Fair Ltd  
Tel: +44-61-624-3687  
Fax: +44-61-624-2554

**SEPTEMBER 7-9**

**Expo-Diversiones 1995**  
Expo Guadalajara  
Guadalajara, Mexico  
Contact: AIFAD  
Tel: +52-3-614-3015  
Fax: +52-3-647-8839

**SEPTEMBER 13-15**

**AM Show**  
Nihon Convention Centre  
Makuhari Messa, Japan  
Contact: JAMMA  
Tel: +81-3-3438-2363  
Fax: +81-3-3438-2721

**SEPTEMBER 14-16**

**IAAPA Summer Meeting**  
Ocean Park, Hong Kong  
Contact: Int'l Ass'n of Amusement Parks & Attractions  
Tel: +1-703-836-4800  
Fax: +1-703-836-4801

**SEPTEMBER 23-25**

**AMOA Expo 95**  
New Orleans Convention Centre  
New Orleans, USA  
Contact: AMOA  
Tel: +1-312-644-6610  
Fax: +1-312-321-6869

**SEPTEMBER 26-28**

**Leisure Industry Week**  
NEC, Birmingham UK  
Contact: Andy Centre,  
Independent Exhibitions  
Tel: +44-1932-564455  
Fax: +44-1932-560009

**OCTOBER 4-6**

**Amusexp**  
Espace Champereet  
Paris, France  
Contact: Madame Regnier, Sepfi-Technoexpe  
Tel: +33-1-4756-2115  
Fax: +33-1-4756-2110

**OCTOBER 7-10**

**Fun Expo**  
Convention Centre  
Orlando, Florida  
Contact: Baily Beeken, Int'l Family Entertainment Centre Association  
Tel: +1-914-993-9200  
Fax: +1-914-993-9210

**OCTOBER 11-12**

**AL Preview**  
Novotel Hotel  
Hammersmith, UK  
Contact: Phillip Howard, Howard & Wikberg  
Tel: +44-171-387-2021  
Fax: +44-171-388-9663

**OCTOBER 13-16**

**ENADA Rome**  
Rome, Italy  
Contact: SAPAR  
Tel: +39-6-44-03-686  
Fax: +39-44-02-718

**OCTOBER 13-15**

**Interazar**  
Madrid, Spain  
Contact: Manuel Ortega Blanca  
Tel: +34-1-445-3702  
Fax: +34-1-445-3702

**OCTOBER 20-22**

**AGB Greece**  
Athens, Greece  
Contact: Gerry Robinson, Trade Shows Int'l  
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Fax: +44-1905-724-768

**OCTOBER 25-28**

**AMOAQ**  
Queensland, Australia  
Conrad Jupiters Hotel/Casino, Queensland



attempted illusion and high powered sound effects. "It has to be technologically happening," Fishof explains.

Along with the on stage action, Fishof says each stopover feature two large video walls with interactive game capability and a Mortal Kombat arcade, which he describes as a show within a show.

## THE MOVIE

It wasn't difficult to conceive of Mortal Kombat as a feature length film, claims producer Larry Kananoff, chairman and CEO of Threshold Entertainment. "The game's very premise, which draws on the strength of the characters, on the mythical story, and the overall message of believing in yourself and your abilities to overcome your adversaries, made for a remarkably smooth transformation from top video game to a major motion picture." Kananoff's Threshold Entertainment is producing the film version of Mortal Kombat, to be released this spring/summer by New Line Cinema. The company is also working on a state of the art animated video "Mortal Kombat: The Journey Begins" and is participating with Williams Entertainment in the upcoming Mortal Kombat live action tour.

Shot on location throughout

Thailand and in Los Angeles, the Mortal Kombat movie was for Kananoff a culmination of the other film projects he has worked on. "From the start, Mortal Kombat was an incredible movie to work on," Kananoff explains.

"We gathered the best special effects people in the world, the best martial artist in the world and took them, literally around the world to make this film."

"The result," Kananoff says, "will be a movie that brings the ancient myths and legends alive, but, in addition, will also provide a new dimension to the characters that goes well beyond the game. There is a lot about Mortal Kombat that people don't yet know," Kananoff suggests.

Mortal Kombat, currently in post production, will star Christopher Lambert as Rayden, Talisa Soto as Princess Kitana and Linden Ashby as Johnny Cage. It is being directed by Paul Anderson, and will feature special effects by Alison Savitch (Terminator 2, Dracula, The Shadow), along with Tom Woodruff and Alec Gillis (Alien, Wolf).

Kananoff's other film projects include True Lies, and the upcoming Strange Days, (serving as the movies' executive producer), and Terminator 2: Judgement Day, (handling production, marketing, publicity, and merchandising).



WORLD JOURNAL

TIME OUT

TIME OUT

TIME OUT

TIME OUT



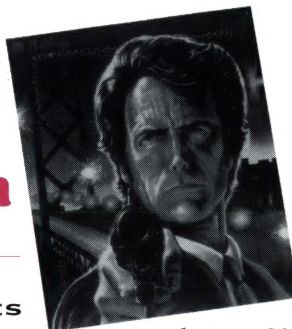
## .44 Magnum

**WILLIAMS  
ELECTRONICS "MAKES  
YOUR DAY" WITH  
'DIRTY HARRY'; NEW PINBALL  
FEATURES THE VOICE AND  
IMAGE OF CLINT EASTWOOD.**

Remember this all-time classic movie moment? Clint Eastwood, playing San Francisco police detective "Dirty Harry" Callahan, has just won a shootout with several bad guys. Now Clint points his enormous pistol at the last remaining criminal. The crook is trapped and disarmed, but he's also tempted to grab for his own gun, which lies nearby.

Clint says: "I know what you're thinking. Did he fire six shots, or only five? Well, to tell you the truth, in all this excitement I kinda lost track myself. But seeing that this is a .44 Magnum, the most powerful handgun in the world - and would blow your head clean off - you have to ask yourself one question: do I feel lucky? Well, do ya, punk?"

Of course, the bad guy cowers in submission ... and Clint



## Funpower

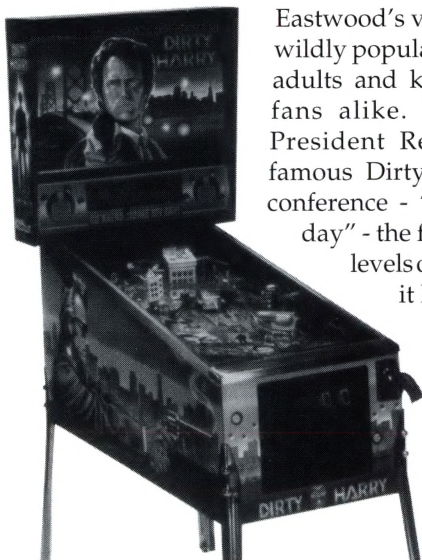
goes on to star as "Dirty Harry" in four more hit movies over the next 20 years (a sixth entry in the series is possible sometime in the future). And now, Dirty Harry seems poised to become a hit pinball game from Williams Electronics.

The game shipped to Europe first, where it's been earning plenty of pounds, francs and deutschmarks. In mid-February, it started shipping to the USA - so operators should feel lucky, even if Harry's criminal opponent didn't.

The Williams team believes some things don't age: a fine wine, a great song, and pop culture icons like Dirty Harry.

Ever since that first 1971 film, Eastwood's violent cop hero has been wildly popular with men and women, adults and kids, younger and older fans alike. Ten years ago when President Reagan quoted another famous Dirty Harry line in a press conference - "Go ahead ... make my day" - the franchise climbed to new levels of movie immortality, and it hasn't cooled down yet.

What could be more natural for a pinball game tribute? "We believe in these oldies but goodies," said WMS sales veep Joe Dillon. "The infamous Dirty Harry Callahan



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# PLAYER COMMENT

Sega have supplied the industry with a much needed surge of competitiveness and other companies like Namco are rising to the challenge. Namco have always been market leaders in the dedicated equipment, Final Lap still gets great play but in the form of Suzuka. Yep, that's right, just swap those F1 car sprites for GP bikes, slap plastic bikes on the steering wheel pots and you've got yourself a winner.

Fighting games have just recently had a resurgence. Its a relief that we are seeing a move away from SF2 and into something that might just produce some reasonable figures. I won't even operate SF2, they just don't return, that's it. Some fantastic fighting games are hitting the shores (excuse the pun). Take a look at the likes of Killer Instinct, what a massive game. The graphics are fantastic, the sound is fantastic, its depth of play is unfathomable. Everyone should have one. What about Tekken, not as good as VF2, but it doesn't need to be. That's not its job, its the best value out there and its got what it takes and more, much more, X-Men, another Capcom winner, along with Dark Stalkers and the soon to be released Cyber Bots all use the SF2 controls with more colourful and creative characters, it'll give you something to do with those SF2 cabinets. Don't forget those insidious Neo Geo fighters (Double Dragon being the big surprise).

This brings me to the two biggies.

Mortal Kombat 3, I must admit it, technically it's inferior to K1. But those dudes at Williams know their stuff. Hype and depth of play keep this baby on top. It's a source of constant amazement; Mortal Kombat 2 met only with limited success in DUNEDIN, kids read a thing or two in a comic or magazine about MK3 and to them its the only game worth playing. I also spent a little extra time and made the correct control panel which the punters appreciate I'm sure.

Virtual Fighter 2. The 50" version is magic. It's smooth, colourful, an expression of beauty. A true work of genius (lets hope it makes some money too). Unfortunately, it doesn't seem to have moved on from VF1. Yeah, sure the polygons are texture mapped, the arenas are more detailed and there are more moves and characters but I still feel like they slapped this game out without any originality with regard to the first one (which is still a great game).

Virtua Cop is another that leaves me pondering. Don't get me wrong, it's a great game. Only, why did they make it so limited. It leaves me with the impression that it isn't finished, therefore I foresee other versions of this game coming out in the near future. I'll bet its not an upgrade, but one thing's for sure, it'll be a fantastic game. **Phillip Reasmussen**  
**Coint Tech Leisure Ltd,**  
**Dunedin**





# ACCOUNTANTS CORNER

## RELATIONSHIPS

Business meetings often focus on relationships. Customer relationships, staff relationships, supplier relationships, but ignore personal relationships. It is inevitable that employers will face personal relationship issues, both their own, and those of colleagues and staff. While it is not easy to discuss some sensitive issues, and circumstances are very individual it is important to anticipate and be prepared.

Personal, employer, colleague and employee relationships must be built first on mutual respect and professionalism. These relationships can grow to long term employment, life long friendships, partnerships and sometimes even marriage. One of the most challenging things in life is to make clear distinctions

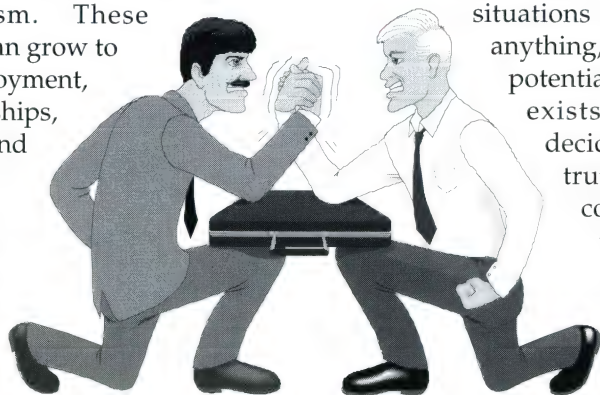
between the relationships we wish to nourish.

To build healthy relationships, there are certain basic points to consider.

Do we talk about people. It is more productive to talk to people. Talking about people usually results in hearsay comments which become distorted, incorrect, and even damaging. If you hear something that disturbs, think about it, then go and ask the person directly to seek the facts. This may be tough but can save personal embarrassment.

Don't ask a question if you don't want to hear the truth. If you would prefer a person to lie to you, why ask the question. If you are hurting but can live with it, get on with life and let time heal the wound. Healthy relationships have foundered unnecessarily on this point.

The truth about some situations may not solve anything, it just has the potential to wreck what exists. You must decide whether the truth at whatever cost is critical, or that the only lie worth telling is one that may alter a situation for



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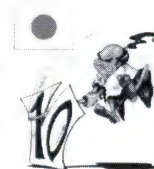
## RIISING YEN CAUSES BIG LIFT IN GAME PRICES

On January 25th last, the exchange rate between the NZ dollar and the Japanese Yen was 64. As at the 10th April, the exchange rate had deteriorated to 55, a drop of more than 15%.

Operators will have to absorb this margin in rising costs of games which will effect prices significantly. The increase will range from as little as \$100 on an \$800 game cartridge to

as high as \$5000 on a \$35,000 dedicated game.

Japanese manufacturers are very concerned about the strength of the yen which will seriously inhibit the sale of Japanese manufactured games. The strength of the yen means that prices of Japanese products have increased 23% in just a few weeks and most markets will have great difficulty in absorbing such a high level of increase.



## COPYRIGHT COPYRIGHT COPYRIGHT COPYRIGHT

Sega Enterprises Ltd of Japan are the Copyright owners of the audio visual works and graphics contained in the coin-operated video games



DAYTONA USA  
(TWIN TYPE)  
VIRTUA COP  
VIRTUA FIGHTER 2  
RALLY  
CHAMPIONSHIP

Sega Enterprises Ltd has appointed Avel Pty. Ltd. trading as Leisure and Allied Industries as its exclusive distributor for DAYTONA USA (Twin Type), VIRTUA COP, VIRTUA FIGHTER and RALLY

CHAMPIONSHIP. Leisure and Allied has appointed Coin Cascade Ltd as its exclusive distributor of these products for the NZ market.

The importation, sale, distribution and operation of DAYTONA USA (Twin Type), VIRTUA COP, VIRTUA FIGHTER 2 and RALLY CHAMPIONSHIP without the consent of Sega Enterprises is a breach of the Copyright Act and Sega Enterprises Ltd., Avel Pty Ltd. and Coin Cascade Ltd. will institute proceedings against any person, firm or company that breaches Sega's Copyright in the products.

## QUEENSLAND CONVENTION 1995

The AMOA of Queensland, Australia, is pleased to announce that dates and venues for the next AMOAQ International Convention '95 are as follows:

**Venue:** Conrad Jupiters Hotel and Casino on Queensland's Gold Coast.

**Dates:** October 25 - October 28, 1995.

This Annual show is internationally recognised as Australia's Premier Trade Show and Convention.

Convention '94 was once again a resounding success, attracting a record number of exhibitors and a record attendance from both local and international delegates. Conventional '95 promises to be even bigger and better still, with the following itinerary:

**Day 1:** Arrival and welcome to delegates, with opening night celebrations to be held in one of the Gold Coast's major

tourists attractions. Many pleasant surprises are in store for all who attend this years opening function.

**Day 2:** Official opening of the Trade Show, with a full program of Technical seminars followed by our Annual Awards Dinner, which will be held in one of Queensland's Gold Coast's major 5 star hotels.

**Day 3:** Trade Show continues, with an Industry Forum being part of the mornings activities. An Industry Luncheon, may also be held this year and a ladies program is also envisaged.

**Day 4:** Annual Golf Day and Tennis Tournament, following the popularity of these events in previous years.





# TRAINING BOARD

The collapse of the consumer market has been blamed for a dreadful financial year. But will developing games for a new generation of home systems help the coin-op industry refill the coffers in the years to come?

Hidden away in some godforsaken corner of the world there is a species of spider that has an interesting perspective on the concept of childcare. The mother keeps the eggs securely hidden in her web, tending to them until the happy day when they hatch. But these babies are hungry little tikes, so what's the most available snack? That's right, they dig into good old mum.

In amusement terms, this is a slightly exaggerated metaphor and the consumer game has certainly not made a hot snack of its beloved parent, the arcade game. In fact the relationship has been good, offering a cross-pollination of ideas and profit-making angles for both parties. But in recent years, the consumer market has bitten a juicy chunk out of the coin-op sector. So what's gone wrong?

## UNSTABLE BACKGROUND

Despite periods of profitability, consumer games have proved highly unstable in the last nine years, not only in the rapid creation of new hardware platforms but also in the playability and availability of game titles. The publishing formats have also changed frequently, from tape to floppy disk and diskette, and more recently to cartridges and CDs. In fact it was only in the periods of relative stability, experienced at varying intervals first by Atari, then latterly Sega and Nintendo, that the industry made a killing.

The problem seems to be inherent in any gold-rush scenario; nobody ever expects that rich vein of yellow-stuff to run out. But in the case of the consumer market, that's exactly what's happened. While the software houses continued to pour billions of yen into the development of more and more titles, no-one anticipated that the game player may, well, get a little bored.



Towards the end of last year it all fell apart - apparently there was only just so much beatin', shootin', jumpin' and platformin' that the player could take.

Capcom, who only two years ago was revelling in the success of Street Fighter II on the Super Nintendo Entertainment System, was just one of many coin-op manufacturers to blame the downturn in the consumer market as the major reason behind a dreadful financial year.

But while the home sector has been blamed by many coin-op companies as the cause of poor fortunes, the manufacture of coin-op games has been no saviour.

The current slump in the amusement sector has been blamed on three key factors. The first is that the player is bored by the same, old formats and is now only interested in the larger dedicated products. The second reason mooted by many in the industry is that the older-style amusement venues have outlived their popularity and need an image upgrade for a more discerning clientele looking for a different atmosphere.

Competitive pricing of the products is the third area. Most people who play coin-operated games own a home system and while a standard cartridge costs on average \$NZ100, an arcade will charge between 50c and \$3 for a single credit. This perceived value is the key factor in a market that accounts for 40% of the disposable income of most teenagers and young adults.

## FEELING THE PINCH

Obviously the amusement sector is not the only market to feel the pinch in recent years. But one thing is clear; with increasing manufacturing costs, both the consumer and coin-op markets will have to be increasingly competitive in wrestling for a greater slice of the entertainment dollar.

Strangely enough, while the coin-op manufacturers have been climbing over each other to cut their losses in the consumer market (rumours

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# GAMEMASTERS

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about warehouse stacked to the rafters with unsold cartridges have been rife), a number of software publishers, Electronic Arts and Acclaim to name two, have dipped into their vast coffers to diversify into - you guessed it - the arcade market.

These moves are yet to bear fruit, but history seems to tell us that the transition from consumer to coin-op is fraught with danger. Electronic Arts, unable so far to develop a marquee product, has decided to adopt a different strategy to the market, relocating its coin-op division out of the US industry's homeland of Chicago and back to the West Coast.

But its main hope, of converting its hit consumer game "John Maddens American Football" to the coin-op theatre, has come unstuck, proving that "hit consumer game equals hit arcade game" is not an equation that works necessarily.

Acclaim too, despite installing ex-Sega USA supremo Tom Petit at the helm, has been slow in getting a game into the market and has reportedly found it difficult to find staff with the necessary experience in the coin-op market.

It seems that the more these companies try to find a winning formula, the more they discover that the amusement industry has a more demanding audience, even though they may be the same players that patronise the consumer development.

The problem seems to lie in what appears initially to be a diversification theory of staggering simplicity: same screens, same games, same players, right? Wrong. Available technologies, lines of distribution, contact networks and the very dynamics of the games themselves (for instance, consumer games do not have to tread the tightrope of offering a good gameplay, while essentially needing the player to lose and put another coin in) have all proved barriers to cross market diversification.

The effects of failing to understand this can be brutal. Capcom's losses forced the company to take emergency action, closing the 34 outlets of its American consumer subsidiary G&G Software. The company, along with the majority of its Japanese contemporaries, also radically altered its forecasts for the current



financial year. Such a drop in consumer sales for a seemingly secure amusement player like Capcom successfully highlights the dangers involved in dealing with the consumer sector.

### BRIDGING THE GAP

Despite these problems, the gap separating the two sectors has been reduced over the last five years. The success achieved by the conversion of the universally successful consumer game Tetris to the redemption, SWP and video sectors marked a possible trend in the conversion from home platform to arcade.

Obviously the most successful consumer platforms have been built by arcade games manufacturers such as Atari, Sega, Nintendo and SNK. Alongside these predominantly hardware developing companies are those organisations which have created CSDs (Consumer Software Divisions) to convert past amusement success or create wholly original titles for the consumer market. And despite recent setbacks, Capcom, Taito, Konami and Jaleco have all had varying degrees of success by embracing both markets.

SNK meanwhile took a different approach, establishing its Neo-Geo system both as a multi-game coin-op system and a home platform, even though the cost of its software has limited the growth potential of the product in the home.

Another option is to develop partnerships with companies across the divide. Bell Fruit Manufacturing was the first European amusement manufacturer to take the ambitious step of creating a platform open to game developers from the consumer sector. Gremlin Graphics and Mirage Technologies were the first two home software publishers to take the chance of supporting BFM's new concept, but the risks of providing software for such an untested format soon became apparent, with the first game converted from home to arcade - Zool - posting poor test results.

Undaunted, both BFM and its software developing partners set to work converting Mirage's new fighting game, Rise of the Robots, to the amusement sector. This time, rather than



opt for a straight conversion, the game was enhanced for the arcade customer.

Following previews at the AL Preview and ATEI in London, the game went on general release last month and the worth of BFM and Mirages' labours will soon become apparent.

Whatever the outcome, the advantages of the BFM systems are obvious: manufacturing is cost-effective due to the wide availability of PC components and there is a seeming abundance of developers eager to crash the more robust arcade market.

#### TECHNOLOGY CLASH

Another immediate area of conflict between the two markets is the application of technology. Since Nintendo developed the MultiChoice 10 amusement system (incorporating a converted Nintendo Entertainment System consumer platform), many manufacturers have dabbled with the idea of putting a home system inside an arcade cabinet. In fact this practice is becoming increasingly popular in Italy where cash-strapped distributors and operators have begun to slot adapted 3DO machines into coin-op cabinets.

This development offers clear benefits. It offers a cost-effective hardware platform that software developers are already familiar with, and the decline of the JAMMA standard has forced manufacturers to consider other pcb-style alternatives. Williams/Bally, Midway with partner Nintendo, and Namco with its partner Sony have in recent months produced Killer Instinct and Tekken - two examples of re-packaged consumer hardware concepts. And the way the consumer market is developing, we

will soon be able to play almost perfect versions of these games at home on Sony's Playstation-X and Nintendo's Ultra 64.

The need in the home sector for near perfect conversions of popular coin-op games has been present since the first console

machine hit the market. The first Atari VCS system shot to fame when a rudimentary conversion of Space Invaders was released for the machine. And the selling of home platforms off the back of arcade classics is still a tactic evident in the current marketing strategies of Sega, Sony and Nintendo.

#### THE NEXT GENERATION

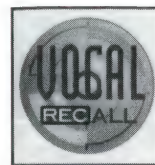
Currently on sale in Japan is the new Sony Playstation-X, launched with an 89 per cent perfect version of Ridge Racer. It was developed by Namco in a special licensing deal to convert most of the company's past polygon successes. At the same time, Sega launched its new Saturn system with a 90 per cent perfect version of Virtua Fighter along with an 89 per cent perfect version of Daytona USA ready for a spring debut.

Another area of danger between the two sectors is that of market placement. Home video entertainment has become increasingly a part of families' lifestyles who now have more access and time to use their games platforms and PCs. This favouritism towards consumer video entertainment could be compounded by the new diversity of home systems.

New so-called "set-top-box" systems offer the possibility of a household linking a special interactive platform to existing cable TV networks. These systems will offer home shopping as well as play-on-demand services such as video and interactive games, removing the need to visit the shops. A smart card system will debit the cost of the service directly from the user's bank balance or credit card.

These new outlets for leisure spend need to be assessed. The application of the FEC both in Europe and America has seen a decent return on investment and from surveys carried out, it would seem that today's teenagers and young adults are still keen on more out-of-home experiences, spending more on cinemas and clubs as well as looking towards interactive options.

The success of products such as Daytona USA and Ridge Racer has shown that when confronted by a threat, the coin-operated industry is not prepared to take it lying down. In the future it may well be the consumer sector that will become concerned as it has to compete with dedicated games offering the cutting edge in technology.



A pop music high tech recording booth where customers can record their vocal talents in a Karaoke style computerised system. The attraction is coin-operated and delivers a recorded cassette to the player at the end of the event. A great attraction for those with their eyes on a career in the music business or simply for those that would like to record their favourite song for family and friends.

#### Incredible Edibles

Incredible Edibles is the name given by Intensity to the 3 food locations within the facility. "INTAKE" is a relaxing comfortable street/cafe setting where patrons can enjoy the sights of Intensity's unique indoor street-scape. This venue offers either a full service dinner or just a pick up snack.

The "Wide World of Sports" area has a different menu designed for players enjoying a range of sporting games.

The "Hide & Seek" area also provides food suitable for young children. They also cater for children's parties.

There is a retail area called "Instyle" where patrons can purchase souvenirs and memorabilia to remind them of the Intensity experience. This includes "Wide World of Sports" and "Intensity" licensed merchandise.

The Joint Venture Partners of Village Nine Leisure will contribute \$150 million in capital to fund an ambitious expansion programme of 20 indoor entertainment complexes planned for regional shopping centres and some stand alone locations in Australia, Asia and the USA. Any additional funding required will be generated from cash flow and potential debt.

Village Nine Leisure are expecting the Hurstville centre to attract 20,000 - 30,000 visitors per week.

Village Nine Leisure (VNL) have announced 7 other locations which are to be completed in the near future. These include the Westfield Shopping Mall at Parramatta which is scheduled to open in September, the new Westfield Shopping Centre at Tuggerah, also scheduled for September, the Westfield redevelopment in Belconnen Canberra and Indooroopilly



Queensland. In addition, 3 centres will open in Malaysia with Bandar Bahru Klang and Bandar Utama opening in October and November respectively and the Kuala Lumpur city centre scheduled to open in June 1997.

VNL also have plans for a major entertainment centre in Melbourne attached to the Crown Casino which is due to open in 1997 and are currently reviewing further locations in Adelaide, Perth, Cairns, Sydney and Brisbane.

Intensity represents a very large investment. The first centre now operating at Hurstville is estimated to represent a capital investment of around \$12 million and major centres such as the one planned for Crown Casino in Melbourne are expected to cost substantially more.

VNL are breaking new ground in the leisure centre industry as far as investment levels are concerned. Never before in Australia or South East Asia has there been game centres of this magnitude. VNL partner Village Roadshow Limited has had extensive experience in the entertainment industry. In partnership they operate more than 200 cinema screens in Australia, New Zealand and South East Asia and have extensive interests in theme parks and radio networks.

The only other companies that are developing entertainment facilities of this magnitude are the games giant Sega Enterprises Limited with their "Joypolis" and "Galbo" facilities in Japan. They are now taking this megacentre concept internationally and have established locations in Europe and the United States with mixed success.

"Block Buster Video", the Viacom subsidiary has established 2 pilot "Block Party" locations in the United States in Albuquerque and Indianapolis.

VNL with their extensive media affiliations has taken an innovative and bold marketing approach which is expected to drive the business and make Intensity a destination visit as well as an anchor and focal point for shopping mall developments.

Some of the attractions such as "Virtual World Entertainment", "Chameleon" and the soon to be released "Magic Edge" flight simulators will be exclusive to VNL and are expected to generate substantial revenues.

Leisure Line salutes Village Nine Leisure as an aggressive and innovative organisation for their great vision for the future of our industry.



# INTENCITY

## FIRST LOCATION OPENS IN SYDNEY

An exciting new entertainment concept which the promoters claim will revolutionise the Australian industry was launched at the Westfield Shopping Centre in Hurstville, a suburb in Sydney on April 9th.

The operators of the new company are Village Nine Leisure which is a joint venture between entertainment group Village Roadshow Limited, publishing and television group, Publishing and Broadcasting Limited and shopping mall developer, Westfield Holdings. The official opening of the new centre occurred on April 8th where 600 invited guests were treated to a spectacular event and a preview of the latest games.

## THE MAJOR ATTRACTIONS AT INTENCITY INCLUDE:



This is much more than a multi station interactive video game, it is very professionally packaged. Players enter into a reception area which is fitted out in old world charm including period furniture. After registering for their mission, players are taken into a modern briefing room where full video and instructional briefing is given on how to play the game. From there, players are taken into a separate area which houses the individual game pods. At the moment, Virtual World offers 2 game systems, "Battle Tech," a spaceage tank battle game and "Red Planet", a futuristic hovercraft mission.



This area is dedicated towards prize redemption games and is themed on the "Lost City of the Incas". Players are invited to test their skills and live the adventure in this cavernous, eerie, archaeological world where everyone can be a winner.



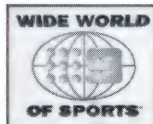
An area which is fitted out in a nostalgic environment highlighting the history of pinball machines. All the latest pinball machines are featured in this area.



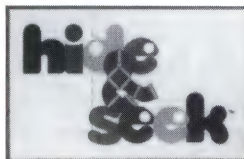
If you are a frustrated space pilot then this attraction will really get your adrenalin running. Chameleon consists of 6 spacepods which spin like a centrifuge at 10 revolutions a minute and are linked together with arms. The whole structure rotates to provide the G-force giving the 2 players in each pod a sensation of movement and speed. One player acts as the pilot while the other is in charge of the weapons. The computer system automatically switches roles between the 2 players halfway through the mission. There are 2 software programmes, "Laser Drive 500", a high speed car racing game and "Labyrinth Rangers" which takes the players through cavernous mine shafts and tunnels seeking out the enemy.



An exiting, colourful and upbeat MTV environment, sponsored by the Triple M Radio Network. Players can play the latest simulator video games such as "Daytona USA", "Ace Driver" and "Rally Champ" while listening to their favourite rock hit music. This area is targeted at the 16-40 year olds.



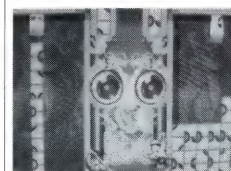
A place to play every conceivable sport within 4 walls including "Virtual Reality Boxing", "Computer Golf", "Baseball Batting Cages", "Basketball" and a host of others. There is even a huge video wall where customers can view the latest sporting event, laugh at current and classic sporting bloopers and relive the great moments of sport.



A fun, colourful and exciting indoor interactive adventure playground for the 1-12 year olds. It features an exciting and challenging play world with mazes, tubes, slides, tunnels and obstacle courses. Although Intencity is aimed at the 18-39 year old age group, it makes provision for young couples with children in this attraction.

# NEW GAMES

## TORYUMON SEGA ENTERPRISES



An action puzzle game in which players try to complete a crystal structure by piling up broken crystal pieces falling from the top of the screen. Beat the enemy who tries to destroy your mission.

## ELEVATOR ACTION RETURNS TAITO

Elevator Action is back with enhanced graphics, more characters and weapons, and a plot. Collect the data behind red doors to destroy enemies' plans. Three characters are available.



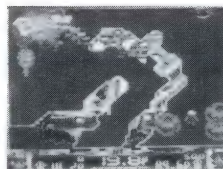
## THE OUTFOXIES NAMCO



In this action game, players are helped out by the game's world, which is strewn with weapons. Game action develops quickly, with little breaking between stages with backdrops of skyscrapers.

## TIME BOKAN BANPRESTO

A video game based on a popular Japanese TV character of the same name. A player tries to expand his field by drawing lines while beating enemies appearing along the way.



## RED ZONE JALECO

A driving game developed around the Tokyo highways. The player has to complete a set number of laps within the time limit. Interactive play between a maximum of four players is possible.



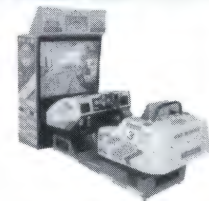
## RED ZONE (UPRIGHT) JALECO



An up-right version of the company's Red Zone driving game. This upright cabinet comes with a steering wheel, an accelerator pedal, a brake pedal and a 28" monitor.

## SEGA RALLY CHAMP SEGA ENTERPRISES

The company's latest driving game that boasts realistic graphics of the Sega's Model 2 board. Two modes are available: Practice Mode and Championship mode. Comes with a 50" monitor.



## SEGA RALLY CHAMP SEGA ENTERPRISES



Sega Rally Championship is available as a double-seater. Both interactive play or single player play are possible with this cabinet. Up to four may play at the same time with linked machines.



# INTERNATIONAL REPORTS

## USA

### TOUGH TIMES AT ATARI AS PRESIDENT RESIGNS

• Geoff Holmes has resigned as president of Atari/Time Warner Interactive. At the time of going to press it was not clear where Holmes had moved on to, or whether Time Warner had filled the vacant position.

The resignation comes at a bad time for the US-based video manufacturer. The company recently lost the distributorship for American Laser Games and was forced to scrap its Beavis and Butthead video game project due to poor test revenues.

The company's only new product at last month's ACME was Silver Queen, a redemption pusher, and a spokesman for Time Warner Interactive stated that the company will look increasingly at redemption.

However, Area 51, another video product is still set for release in July along with another, as yet unnamed, video game.

### NEW FACES

• Williams Electronic Games Inc, has strengthened its marketing impetus with the appointment of Barb Rosenthal as director of marketing and Tammy Russo as marketing manager.

Both Barb and Tammy have 10 years marking and journalistic expertise. Additionally Rachel Davis has been promoted to the newly created position of director of sales and Mark Chan, the new regional sales manager, has joined the company from SNK Corp.

### NINTENDO, GTE TO CREATE GAME NETWORK

• Nintendo of America and long-distance telephone company GTE Corp were to have officially announced at the

1995 Winter CES in Las Vegas that they have formed a joint venture to develop Nintendo video games and distribute them via GTE's phone lines. The system is slated to be up and running by the end of the year.

## ITALY

### YEN EXPENSIVE

• The adverse exchange rates between the Yen and European currencies is the single greatest problem when dealing in PCBs says GeneralGame, Italy, major European distributor of SNK's Neo-Geo games.

However the strong SNK product is helping the Italian company which, in a good year, can sell 100,000 games, Already it has sold 20,000 units of Super Sidekicks 2 and 10,000 Puzzle Bobble games licensed from Taito.

## THAILAND

• Starlight Corp., US has installed a 3D Virtual Theatre in Thailand as part of Hennessy Cognac's promotional tour. The 12-seat stereoscopic theatre is located at the Pegasus Nightclub, Bangkok. It is equipped with 3D audio, 12 high resolution head mounted displays and 12 motion seats. The virtual experience takes guests to 18th century France to experience the history of Hennessy Cognac.

## MIDDLE EAST

• One western distributor was recently called back to the Middle East where he had sold machines for the private home of a sheikh. Unfortunately the sheikh's children couldn't get near the games as all the servants were playing them so the distributor was asked to add a coin mechanism to the machines, putting

## JAPANESE GAME MACHINE

### CONVERSION GAMES

1. Sega "Virtua Fighter 2"
2. SNK "Puzzle Bobble"
3. Capcom "Night Warriors"
4. SNK "Fatal Fury 3"
5. Taito "Elevator Act. Returns"
6. Jaleco "F47 Aces"
7. Namco "Tekken"
8. Konami "Soccer Superstars"
9. Seta "Super Real Mahjong"
10. Namco "The Outfoxies"

### DEDICATED GAMES

1. Sega "Virtua Fighter 2 DX"
2. Sega "Rally Championship"
3. Sega "Rally Champ. DX"
4. Sega "Sports Fishing"
5. Namco "Ace Driver"
6. Sega "Daytona USA Twin"
7. Sega "Virtua Cop"
8. Namco "Point Blank"
9. Sega "Daytona USA DX"
10. Konami "Quiz Grand Prix"

### PINBALLS

1. Williams "Roadshow"
2. Williams "Flintstones"
3. Prem. "World Chall.Soccer"
4. D.East "Tales from the Crypt"
5. D.East "Lethal Weapon"



## AMERICAN TOP 60 VIDEO & PINBALL

1. Sega "Daytona USA"
2. Midway "Killer Instinct"
3. Midway "Cruisin' USA"
4. Capcom "X-Men"
5. Namco "Ridge Racer 2"
6. Namco "Tekken"
7. Sega "Virtua Fighter 2"
8. Taito "Under Fire"
9. Williams "Star Trek:TNG"
10. Williams "The Shadow"
11. Bally "The Addams Family"
12. Namco "Suzuka 8 Hours 2"
13. Namco "Suzuka 8 Hours"
14. Dynamo "Solitaire Challenge"
15. Williams "Roadshow"
16. Bally "World Cup Soccer"
17. Kaneko "Gal's Panic II"
18. Sega "Frankenstein"
19. Sega "Virtua Racing"
20. Premier "Shaq Attaq"
21. American Laser "Fast Draw"
22. Taito "Bust-A-Move"
23. Sega "Virtua Cop"
24. Namco "Ridge Racer"
25. Sega "Outrunners"
26. Premier "Freddy"
27. Konami "Lethal Enforcer II"
28. Namco "Cybersled"
29. Midway "Revolution X"
30. Kaneko "Great 1000 Mile Rally"
31. Namco "Lucky & Wild"
32. Konami "Lethal Enforcer"
33. Williams "The Flintstones"
34. Sega "Virtua Fighter"
35. Midway "Mortal Kombat II"
36. Konami "Run and Gun"
37. Capcom "D&D Tower of Doom"
38. SNK "Samurai Shodown II"
39. Sega "Maverick"
40. Williams "Demolition Man"
41. Fabtek "Raiden DX"
42. Premier "Rescue 911"
43. Data East "Guns n' Roses"
44. Data East "Tales from the Cypyr"
45. Konami "Racin Force"
46. Bally "Twilight Zone"
47. Fabtek "Raiden II"
48. Williams "Indianna Jones"
49. Am.Laser "Drug Wars"
50. Bally "Corvette"
51. Data East "Jurassic Park"
52. Midway "NBA Jam Tournament"
53. Konami "X-Men"
54. Am.Laser "Shootout-Old Tucson"
55. Data East "The Who's Tommy"
56. Sega "Jurassic Park"
57. Capcom "Alien vs Predator"
58. SNK "Aero Fighters 2"
59. American Laser "Crime Patrol"
60. Williams "Fish Tales"



# CH ANNAL NEWS

## TIME OUT NEW ZEALAND

### CONVERSION GAMES

1. Capcom "X-Men 50"
2. SNK "Puzzle Bobble"
3. Namco "Tekken"
4. Seibu "Raiden II"
5. SNK "Double Dragon"
6. "Dyna Blaster"
7. SNK "Sport Pack"
8. "Gun Bird"
9. Capcom "SFII:TNC Turbo"
10. SNK "Street Hoop"

### DEDICATED GAMES

1. Sega "Daytona"
2. Sega "Desert Tank"
3. Midway "Cruisin' USA"
4. Sega "Outrunner"
5. Sega "Aliens III"
6. Namco "Suzuka 8 Hours"
7. Midway "Killer Instinct"
8. Sega "Stadium Cross"
9. "Table Soccer"
10. ALG "Drug Wars"

### PINBALLS

1. Williams "Shadow"
2. Premier "Star Gate"
3. Williams "Star Trek"
4. Sega "Frankenstein"
5. Premier "Shaq Attaq"



## TIMEZONE

### CONVERSION GAMES

1. Midway "Mortal Kombat 3"
2. Sega "Virtua Fighter 2"
3. Midway "Killer Instinct"
4. Namco "Tekken"
5. Seibu "Raiden 2"
6. Konami "Super Star Soccer"
7. Capcom "X-Men"
8. Taito "Hattrick Hero 95"
9. Seibu "Raiden DX"
10. Konami "Run & Gun"

### DEDICATED GAMES

1. Sega "Rally Championship"
2. Sega "Virtua Cop"
3. Sega "Virtua Fighter 2"
4. Namco "Point Blank"
5. Namco "Ace Driver"
6. Sega "Daytona USA Twin"
7. Midway "Cruisin' USA"
8. Sega "Daytona USA DX"
9. Namco "Suzuka 8 Hours 2"
10. Namco "Ridge Racer 2"

### PINBALLS

1. Williams "Dirty Harry"
2. Bally "Theatre of Magic"
3. Williams "The Shadow"
4. Williams "Star Trek"
5. Bally "World Cup Soccer"
6. Williams "Flintstones"
7. Bally "The Addams Family"
8. Gottlieb "Shaq Attaq"
9. Bally "Judge Dredd"
10. Bally "Corvette"

### PRIZE REDEMPTION

1. ICE "Cyclone"
2. LAI "Stadium Basketball"
3. Namco "Whack a Croc"
4. LAI "Street Basketball"
5. LAI "Jumbo Skilltester"



## PLAYMETER

### CONVERSION GAMES

1. Capcom "X-Men"
2. Taito "Bust-A-Move"
3. Fabtek "Raiden DX"
4. Fabtek "Raiden 2"
5. Konami "Lethal Enforcers"
6. Am.Laser "Drug Wars"
7. Capcom "Dungeons & Dragons Tower of Doom"
8. Midway "Mortal Kombat 2"
9. SNK "Samurai Shodown 2"
10. Midway "NBA Jam Tournament"

### DEDICATED GAMES

1. Sega "Daytona USA"
2. Midway "Killer Instinct"
3. Midway "Cruisin' USA"
4. Sega "Virtua Fighter 2"
5. Namco "Suzuka 8 Hours 2"
6. Namco "Suzuka 8 Hours"
7. Sega "Virtua Cop"
8. Sega "Virtua Racing"
9. Namco "Tekken"
10. Namco "Ridge Racer"

### PINBALLS

1. Bally "The Addams Family"
2. Williams "Star Trek: TNG"
3. Premier "Shaq Attaq"
4. Bally "World Cup Soccer"
5. Williams "Roadshow"
6. Williams "The Shadow"
7. Sega "Frankenstein"
8. Premier "Rescue 911"
9. Williams "The Flintstones"
10. Sega "Maverick"

### PRIZE REDEMPTION

1. Bromley "Super Wheel Em In"
2. Ice "Cyclone"
3. Bobs Space "Rising Waters"
4. Planet Earth "Dinoscore"
5. Benchmark "Roll for Gold"



them on token play!

### BAHRAIN

#### NEW 30-ACRE PARK

A hundred coin-operated games, children's rides, major rides and soft play equipment are to be included in a new 30-acre amusement park to be opened Bahrain in early 1996. The theme park will be developed in a three year project by the Bahrain Family Leisure Company, which is 15 per cent owned by the Bahrain government. US architects are expected to be appointed this month.

John Ellis of Bahrain Family Leisure and Steve Kelly of Swan Leisure, UK have developed other amusement centres in Bahrain and trained service staff on a mixture of new and used machines. Both men are involved in the development of the new park.

### JAPAN

#### CAPCOM FETES SFII MOVIE, CARTOON

Capcom Co., Ltd. marked the Japan release of the movie "Streetfighter" with a reception held in Tokyo this past March 1st.

The movie, made at a cost of \$61 million, had already been in the US theatres, where, Capcom reports, it has been doing "excellent business." The martial arts attraction features Jean-Claude Van Damme as Colonel Guile and, in his last role, Raul Julia as the villain Bison. The film was directed by action movie screenwriter Stephen DeSouza in his debut at the post.

In another Capcom celluloid-related news, the company has announced that a cartoon based on the characters and situations of SFII was to have begun broadcasting on the Yomiuri Television network this past April 10th. The program can be seen in 27 markets around Japan.

The program is called "Street Fighter II V". It features the characters Ryu and Ken from the game, who do battle with a host of monsters and martial artists through the course of the show. Two well-known karate masters are serving as technical advisors to the animators.

### WONDER EGGS

Namco's Wonder Eggs amusement facility, located in the outskirts of Tokyo, marked its third anniversary this past February 26th with the culmination of a two week-long special event based the popular movie, "The Mask."

Nearly three weeks later, on March 19th, the facility celebrated the arrival of its 3,000,000th visitor. The visitor, a Ms Atsuko Tsuji from the city of Fukuoka, had come to the park as part of her Tokyo vacation.

Wonder Eggs has set a steady pace for itself at 1,000,000 customers per year. After its opening in February 1992, it saw customer 1,000,000 on January 10, 1993 and number 2,000,000 on March 6, 1994.

Namco contracted with the owners of the real estate on which the park is sited to use the lad for 50 months. Under the terms of the current contract, the park will close in March of next year.

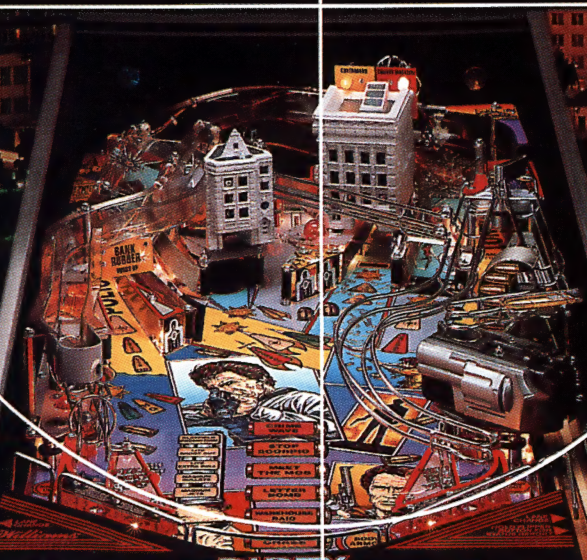
### AAMA MEETS WITH JAPANESE AUTHORITIES

According to a fax, the AAMA has said it has made significant progress in negotiations with the Japanese National Police Agency (NPA) for the importation and operation of redemption machines. In the fax, dated April 3rd, AAMA executive director Bob Fay said the NPA officials recognised the distinction between skill and gambling games, opening the way for more detailed negotiations regarding the operation of redemption in Japan.



# A Direct Hit!

This product is marketed in NZ under an exclusive distribution licence held by Coin Cascade Ltd



## DIRTY HARRY

**FINANCE  
APPROVED**

3401 N. California Ave. • Chicago, IL 60618 • (312) 961-1000 • Fax (312) 961-1060

Williams

# HITCHHIKERS GUIDE

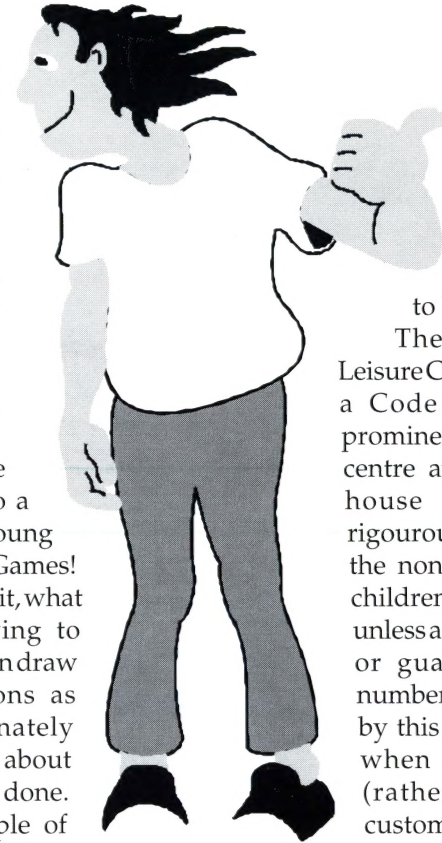
2 + 2 = ?

I was watching the television News a few nights back and they were reporting on the Governments plan to spend money advertising The Perils of Marijuana use - no problem with that, a worthwhile investment one could argue, however as the report continued the viewer was treated to a prolonged shot of young people playing Video Games!

I could't believe it, what was this person trying to imply? I'm sure you can draw your own conclusions as many who unfortunately know little or nothing about our industry will have done.

Another example of this type of selective journalism springs to mind. When the primary school teachers decided to strike, once again we seemed to be singled out for the viewing public. The T.V cameras came to Time Out to film primary school children apparently taking days off school to play Video Games!

Society will always have its knockers and as an industry we've probably had more than our share of



knocks. It's probably fair to say it comes with the turf and that dealing with a core market somewhere in the 10 - 25 year old bracket can have its associated problems, so, what can be done to help the situation?

The Time Out Family Leisure Centres actively promote a Code of Ethics which is prominently displayed in each centre and deals with certain house rules which are rigourously enforced, such as the non admittance of school children during school hours unless accompanied by a parent or guardian. There are a number of other points covered by this Code of Ethics which, when combined facilitate, (rather than hinder), the customers ability to have fun and enjoy what is on offer in a clean, well lit, safe environment while at the same time providing us with a social conscience that is visible for all to see.

Certainly this is not a cure-all for all our problems and doubtless we'll still take some knocks, but at least it's a start and may go some way toward changing some of the publics perception of our industry.

LOGAN PAUL

TIME OUT

TIME OUT



This product is marketed in NZ under an exclusive distribution licence held by Coin Cascade Ltd.

ONLY SEGA CAN GIVE YOU THIS KIND OF GUN FIGHTING ACTION!

# VIRTUA COP

Incomes  
STILL exceeding  
\$2,000 per week

Be Quick...  
only 3 left

LIMITED STOCK  
NOW AVAILABLE



## HERE'S THE STORY...

In Virtua City, a futuristic, man-made bay area, Rage and his partner Smarty, detectives from the Virtua City Special Investigation Department are on a mission to protect you from EVL Co., a firearms syndicate, determined to destroy Virtua City entirely. You become Rage and Smarty on this exciting shooting adventure, and destroy the masterminds of EVL Co.!

SEGA



R-TYPE

# AVAILABLE NOW Set your sights on a winner!



"Do you feel lucky?" You should. Because DIRTY HARRY just arrived on the scene. He's packing his famous .44 Magnum, a steely take-charge attitude, and a long list of players' most wanted pinball features.

The first is a top-loading reproduction .44 Magnum. This industry-first playfield component takes aim at skill shots and features, and shoots rapid-fire pinballs into the action. Plus, two molded miniatures—a safe house and warehouse—award valuable bonuses.

*The molded safe house and warehouse dominate the playfield's skyline. Players brave enough to enter will be rewarded with hurry-ups, extra balls, four-ball multi-ball, power-up contraband items, magazine awards, the "Feel Lucky" sequence, and more.*



In the "Feel Lucky" mode, players can go after big points or take a shot at special awards. They'll also break up barroom brawls, chase getaway cars, defuse letter bombs, meet the mob or stop madman Scorpio's reign of terror.

Anyone left standing after all that action can face an all-out "Crime Wave" with unlimited autofeed multi-ball action.

*DIRTY HARRY's .44 Magnum is the most powerful handgun in the world. This one can be armed when facing any direction, and fired automatically or under player control.*



It's awesome pinball power; designed for maximum player appeal, maximum operator earnings and profit. And Williams loads it all into a high-impact cabinet that will arrest players in even the most mobbed locations.

Plus, a DCS Sound System™ pumps out original music, sound effects and custom speech by Clint Eastwood with high-caliber force.

So answer the question. "Do you feel lucky?" You will when you get DIRTY HARRY.

**Williams**  
Williams Electronics Games, Inc.

A subsidiary of  
**wme**  
industries inc.



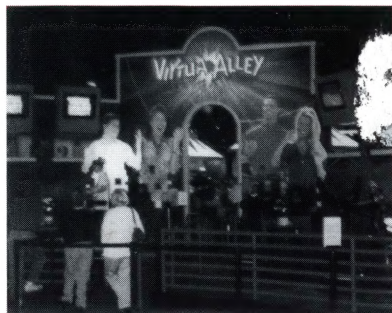
Williams' dot-matrix animation propels players through DIRTY HARRY's high-speed storyline of crime and punishment.

SPECIFICATIONS: Height...76"...193 cm • Height (with backbox folded)...56"...142 cm • Width...29"...74 cm • Depth...55"...140 cm • Weight (loaded)...270 lbs...122 kg • Weight (unloaded)...250 lbs...113 kg



# BLOCK PARTY

In the summer of 1993, Blockbuster's founder and CEO Wayne Huizenga declared a scheme to build "neighbourhood Disneylands" all over America. The man had already built a huge chain of 2,234 video rental stores in the US and another 1,000



overseas, all bulging with profits. So, when Wayne speaks - zap! bam! - things happen. Eighteen months (and some \$NZ8-12 million) later, the first Block Party opened its doors on December 19, 1994 in Albuquerque, N.M.

Block Party is a 30,000 sq.ft., stand-alone, heavily themed, indoor mall dedicated to entertainment for grown-ups. It has lots of video, some pinball, and a few sports-oriented amusement machines. It has several immersive virtual reality stations from Virtuality Group. It has an Iwerks motion-seat theatre (seats 18). It has a giant Soft Play multi-level maze and ball-crawl for adults. It has a party room with wall-sized TV screens. It serves "upscale fun food" plus beer and wine. It sells themed t-shirts and logo'd trinkets on your way out.

You buy the food and merchandise with cash or a credit card, but you pay for all the entertainment with an electronic debit card purchased upon entry. Entertainment prices range from .75 cents

for Pac Man to \$5 for the maze or the Iwerks movies.

The target market is young marrieds, dating couples and Baby Boomers with money to spend ... people who want to relax and do something active (or interactive) but not

strenuous for a couple of hours. You're supposed to be 18 to enter, but Block Party doesn't demand proof of age.

It Block Party really a "neighbourhood Disneyland"? Close enough. And, if it earns like Wayne's team hopes and believes it will, they will greenlight the concept for large-scale rollout by the second quarter of 1995.

A second prototype opened in January 1995 in Indianapolis; three more centres could open later this year.

"Blockbuster's model has always been if you get something they like, roll it out as fast as you can and discourage the competition," said Fred Brooks, VP of the entertainment centre division. Target sites are "second-tier" cities with populations of a half-million or so: too small for theme parks, but large enough for the local population to provide steady repeat business. "We've been hit on by every major mall owner in the country," Fred advised, "but right now we're saying 'lets wait and see.' We're using our Albuquerque

prototype as a laboratory to experiment and learn what the public wants, what it likes, how much space is enough and fine-tune elements like lighting, signage and so

Brooks is a 13-year veteran of Disneyland, with additional years at Circus World, and he's co-founder of Wet'n' Wild. He works with other very smart and experienced guys like games and facility support director Stephen Thomas (a 20-year vet of Celebration Station and Chuck E. Cheese); operations director Ray Duvall (from Blockbuster's video rental store division); and foods director Bill Gallagher (a pro from Fuddrucker's and other fun food places). They all report to the big guy, Blockbuster Entertainment Centre Division President Bill Burns, himself a 24-year Disneyworld veteran.

Block Party was planned, down to the last detail, by this savvy team based on their decades of industry experience, plus polling results from "focus groups" of people who fit the target audience profile. The execs always knew they wanted a big arcade, and they still believe arcade-type machines will be their top moneymakers. But in addition, the focus group research convinced them to offer beer and wine, and to create the giant maze. (Apparently lots of mums & dads look on wistfully and a bit jealously, as their kids romp through similar, small mazes at McDonald's or Discovery Zone).

Games chief Stephen Thomas plans to buy machines for Block Party's arcade segment on a national account basis whenever possible. He selected each of the 160 games himself. "I had a

very tough time finding enough video titles," he said. "We have a least one of every major new title, and we're also using several classic older games because grown-ups remember them and still enjoy them. Also, women will play the older puzzle-type and sports-themed games much more readily than newer fighting videos." Lowest price for vidgame is 50 cents; top vidgame price (say, for a linked, moving simulator) is 90 cents. Thanks to debit card technology, prices can be changed at the touch of a button.

Steve's got a good track record with that debit card system, supplied by Xico (pronounced "Cy Comm"). "We've had it in our Golf & Games centre in Florida since June," Stephen said. "With debit cards, there are no break-ins because you have no cash in the machines. There's no collection downtime. You can be very flexible with pricing, going up or down in increments, or changing prices at different times of day. And there's plenty of data-collection features to tell us which games are being played, by whom and for how long."

Prexy Bill Burns and his crew have enjoyed plenty of support, and little or no interference, from corporate headquarters on this ambitious project. "They gave us a lot of rope," smiled Fred Brooks. "We'll either hang ourselves or be very successful."

Obviously Blockbuster is betting on the latter outcome. Reportedly, Wayne Huizenga's original idea was to spend \$1 billion on fun centres worldwide, but now Viacom - senior partner in their recent merger - must also approve. The rest of the industry, meanwhile, will watch Block Party's results with intense interest!

